NINTENDO DS™

GORMITI

The Lords Of Nature!

INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

KONAMI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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GETTING STARTED

Make sure your Nintendo DS system is turned off. Insert the Gormiti: The Lords of Nature! Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. **The Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

When using a Nintendo DSi system, simply touch the Gormiti: The Lords of Nature! icon to start the game.

When using a Nintendo DS/DS Lite system, touch the Gormiti Panel to start the game.

If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

NOTE: "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite and Nintendo DSi systems.

YOUR PROFILE

Your progress in the game will be saved automatically to a profile. There are three empty profile slots. If this is your first time playing Gormiti: The Lords of Nature! select 'New Profile'.

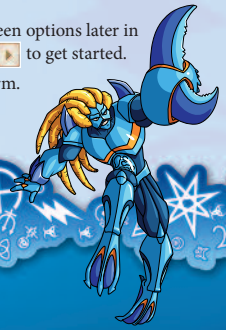
If you are returning to a game you can select it from the list shown (Profile 1, Profile 2 or Profile 3).

If you want to erase a profile, touch 'Erase' and then touch the profile you wish to erase.

When you have selected a profile you will be taken to the Main Menu screen.

We'll look at all the Main Menu screen options later in this guide but for now touch 'Play' to get started.

You will be taken to the map of Gorm.



WORLD SCREEN

TERRITORIES

There are five territories in Gorm: 1: Forest, 2: Sea, 3: Air, 4: Earth and 5: Fire Mountain. At first you will only be able to play the Forest territory but the others will unlock as you progress through the game.

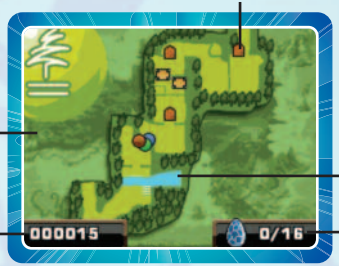
Each territory has a number of levels. Double touch 'Forest' and you will see there are three levels. Double touch 'Forest Fire'. You will now begin the game story and meet Razzle, your guide through this adventure.

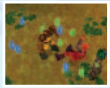
Please read the story carefully and remember you can re-watch the video's as many times as you like from the Crystal Console... Enjoy!

When the story introduction is over a 'Keeper' is chosen and the other three children will be transformed into the Lords of Nature and will be shimmered to Gorm.

THE GAME SCREENS

Map
This is a map of the level. Small coloured icons show the location of the three Lords and anything else that's important, such as gates or rivers.





Score
Defeat enemies and pick up gems and you will add to your score.

Collectables
There are 16 Gormiti eggs in any level. This counter shows the number you have found.

TOUCH SCREEN

Selected Lord
This shows a picture of the selected Lord of Nature.

Charge bar
This shows the selected Lord's current 'charge'. The charge will fill up as you defeat enemies and it will be used up when the Lord carries out a powerful attack.

Lord Health
A row of Power Orbs shows the selected Lord's health. If a Lord loses all health he or she will be out of action for a short time and you will lose a few gems and reduce your score. Extra Power Orbs can be found and picked up during your adventure.

Lord Icon
Touch one of the icons to select a Lord of Nature. Any picture with a plus '+' symbol next to it means you can add that Lord to your selection to make a group that will move and fight together. Simply touch and hold the required character and they will be added.

THE CONTROLS

Now let's look at the way you can control the Lords of Nature:

STYLUS
Use the Nintendo DS stylus to control and select everything in the game and on the menu screens.

PAUSE
The START button will pause the game and open the Pause menu (see later).

SELECTING A LORD
Select a Lord by touching the Lord's icon. The picture will light up, and the Lord will appear top left of the Touch Screen. You will now have control of just that one Lord.

ADDING A LORD
If you want two Lords to do something you can add a Lord. Have the main Lord selected, then touch and hold a second Lord. He/she will light up. You can now move them both using the stylus.

SELECTING ALL LORDS
Select all the Lords by sliding the stylus through all three Lord icons. They will all light up. You can now move them all together.

MOVING THE LORDS
Select the Lord (or Lords) and slide the stylus in the direction you want to go. Hold the stylus close to the Lord or Lords to move slowly. Hold the stylus further away to make the Lord or Lords move quickly.

CARRY / DROP
Touch the stylus on anything that can be picked up (it will be marked with a glowing circle) and the selected Lord will pick it up. To drop an object touch the stylus where you want it dropped. A Lord carrying an object will not be able do anything else, such as fight an enemy, so be careful when you do this!

COMBAT

COMBO ATTACKS
Slide the stylus once, twice, or three times through an enemy to make the Lord perform their own special combo attack.

CHARGED UP ATTACKS
The Lord's 'Charge Bar' (the blue bar just below the Power Orbs) will charge up when a Lord defeats an enemy. This charge can be used to carry out much more powerful attacks as follows:

LUNGE ATTACK
You will need two charges then you can touch a distant enemy with the stylus to carry out a lunge attack.

360 ATTACKS
You will need two charges then you can slide the stylus in a circle around the Lord to make him/her carry out a 360 attack. Do this when surrounded by enemies.

SPECIAL ATTACK
You will need a full charge bar then you can double touch the Lord to make him /her carry out a special attack.

CUT SCENES

This 'play' icon will appear during movie scenes or when someone like Razzle is talking. Touch the 'play' icon to move to the next scene or dialogue.

Razzle will try to help you through the story. He will give you hints & tips in tricky areas of the game. Touch the Razzle icon should you need his help.

THE LORDS OF NATURE

Success in the adventure will depend on how you use the skills of the different Lords. They all have unique special powers and you will need to combine these powers to stop the evil Lord Magmion. Let's look at some of them:

NICK – LORD OF EARTH

The Lord of Earth is very strong. He can shatter walls, pillars and rocks to open the way to other parts of the game. He also has the ability to walk in Earthquake zones.

TOBY – LORD OF SEA

The Lord of Sea can swim across any type of water and is also happy to swim underwater for long periods of time.

LUCAS – LORD OF FOREST

The Lord of Forest can create bridges and ramps with massive tree roots or project long thin vines to open switches or get difficult to reach objects.

JESSICA – LORD OF AIR

The Lord of Air can use updrafts or strong winds to glide up to difficult to reach or high places.

PAUSE MENU

Press START to open the 'Pause Menu'. This has options to:

RESUME
This will take you back to the game action.

RESTART
This will start the level from the beginning.

CRYSTAL CONSOLE
Go to the 'Crystal Console' (there's more information about this in the 'Main Menu' section later).

MUSIC
Change the game music volume by dragging the slider.

SFX
Change the sound effects volume by dragging the slider.

QUIT
Stop playing the level and go back to the Main Menu screen.

MAIN MENU

The Main Menu is the hub of the game where you can control everything:

PLAY
Start to play the game. You will be taken to the World screen.

OPTIONS
This lets you set the volume for Music and SFX (sound effects) by dragging the slider left or right. It also lets you set which hand you hold the stylus L (left hand) or R (right hand) and place the Lords' icons on the best side for you to play the game.

CRYSTAL CONSOLE
The 'Crystal Console' lets you look at everything you have read, done, met or carried during the story so far. Double touch the section you want (such as 'Story'), to open it. If you want to scroll drag the up/down slider. Most items in the 'Crystal Console' will unlock as you progress through the adventure.

STORY
'Story' takes you to a screen that lets you re-read everything you've been told about the story and also view the FMV. Use the up/down slider to see all the topics.

CHARACTERS
This tells you about all the characters in the game.

COMBAT
This gives you information about fighting and the best way you can use the skills of the Lords of Nature in combat.

ENEMIES
This shows all enemies that you have met so far in the story.

DEVICES
This tells you all about devices found in the game such as moving platforms or switches and about how to use items in the game (for example, push blocks, keys or the wind) to solve puzzles.

CONTROLS
This explains how you can do things in the game. Here there is information on everything from selecting a Lord to picking/pushing objects, or flipping a remote switch.

PROFILE
This Main Menu option takes you back to the profile screen. Here you can create, delete or change a 'Profile' to save the game under.

CREDITS
Look at the game credits. Double touch the Touch Screen to exit.

TILE GAME
Here you can play a fun bonus game based on a tile puzzle. Move the tile with your stylus and match up the sliding tiles to make a picture of a Gormiti character. A tile puzzle is unlocked for every eight Gormiti eggs you have collected. Remember, there are 16 scattered in every level so collect as many as you can.

When you have completed a tile puzzle you will see a 3D picture of the character and it will perform one of its taunts.

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